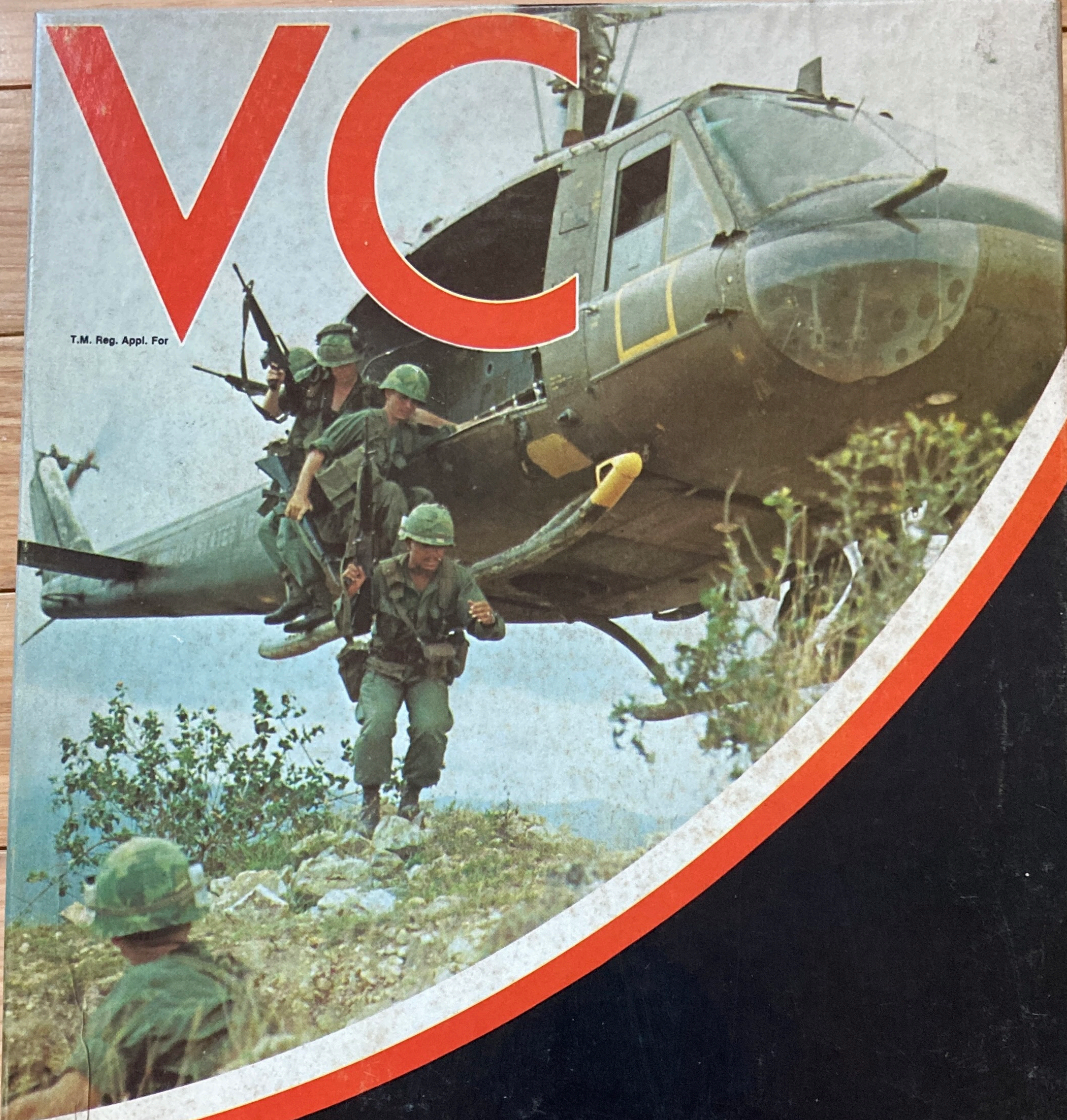


VC

T.M. Reg. Appl. For



microcomputer games[®]

A DIVISION OF THE AVALON HILL GAME COMPANY

VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.



A DIVISION OF THE AVALON HILL GAME COMPANY



microcomputer games®

A DIVISION OF THE AVALON HILL GAME COMPANY

microcomputer games®
A Division of The AVALON HILL Game Co.

The Avalon Hill
Game Company
Baltimore, Md.





A DIVISION OF THE AVALON HILL GAME COMPANY



C
W

T.M. Reg. Appl. For

microcomputer games
A DIVISION OF THE AVALON HILL GAME COMPANY

you
begin
the
experience

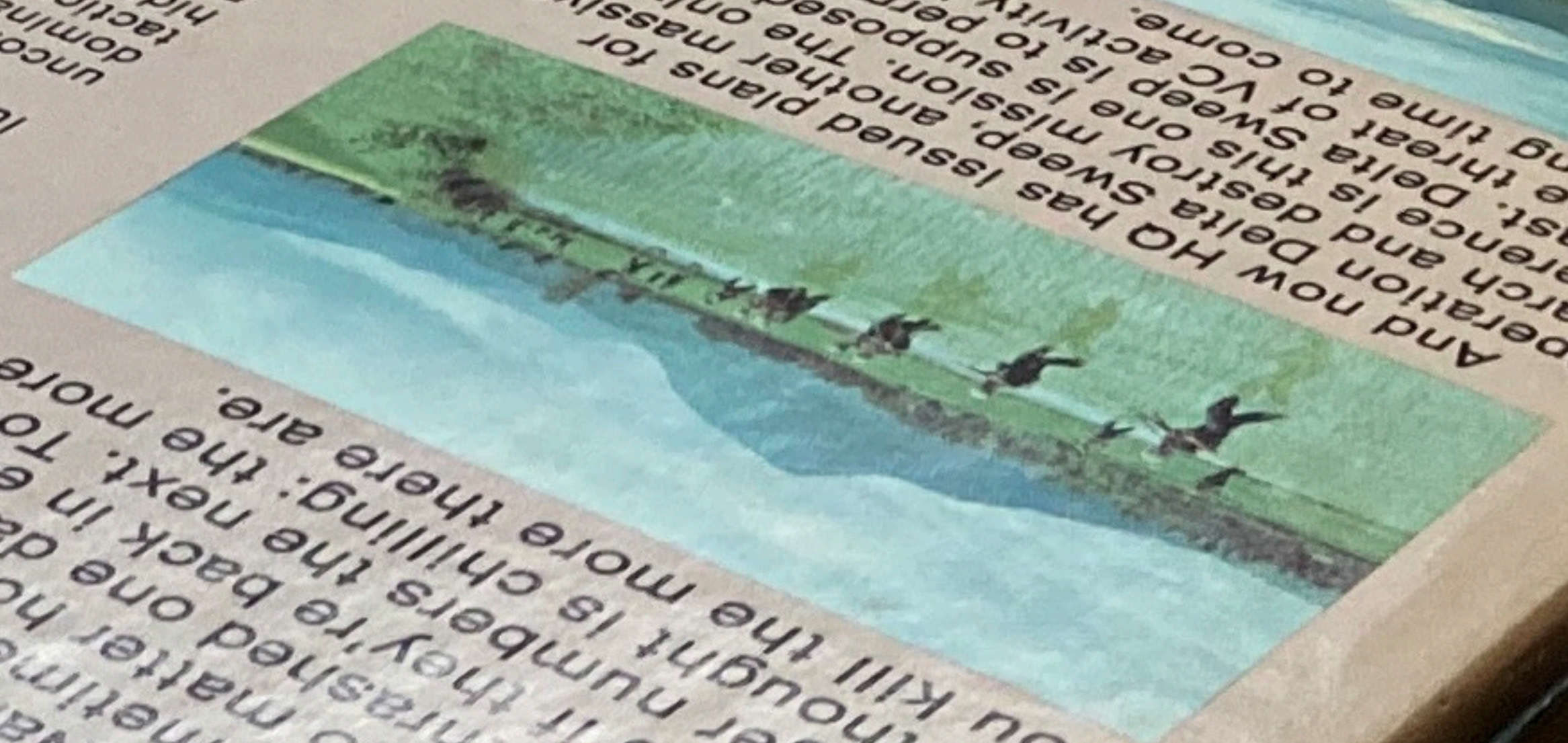


C
W

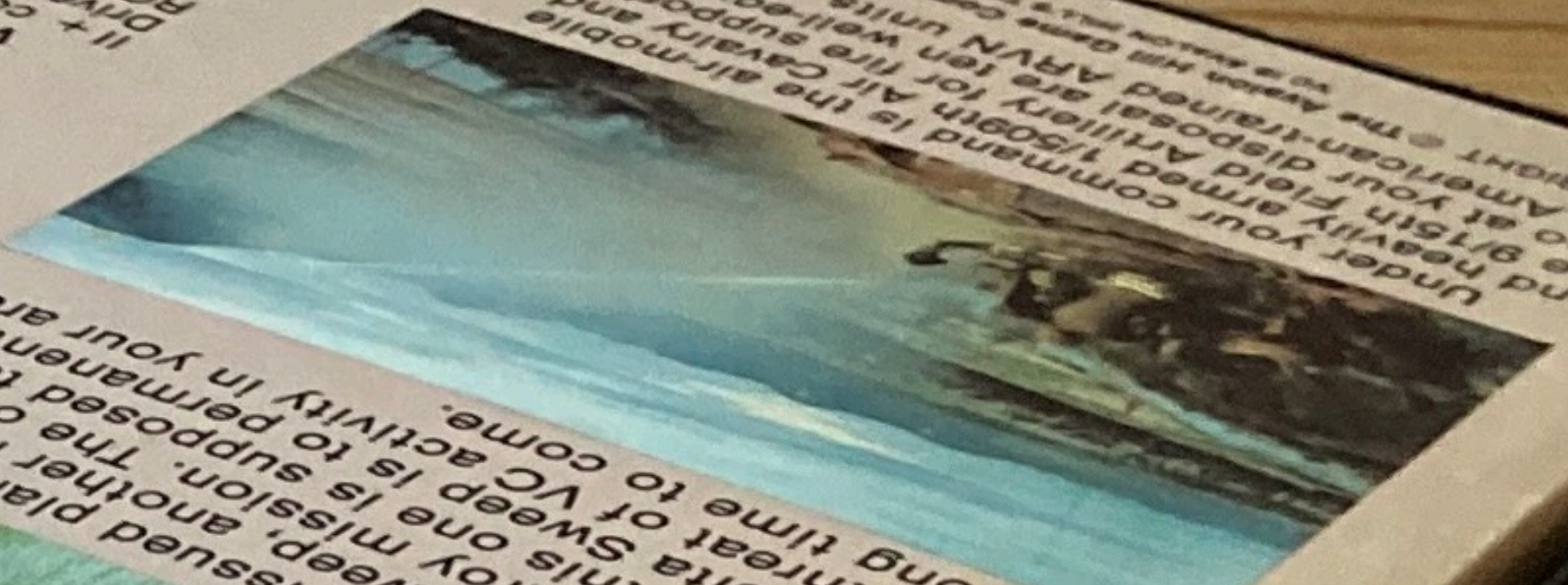
VC



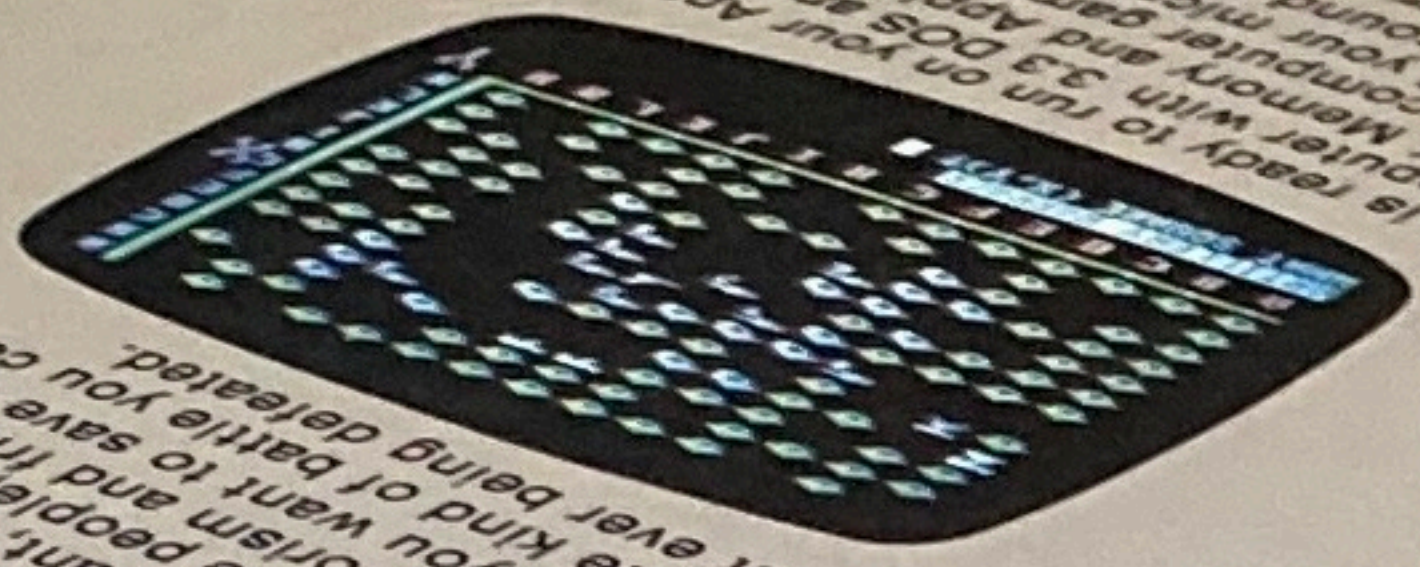
You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they're back in even stronger numbers the next. To you the thought is chilling: the more you kill the more there are.



And now HQ has issued plans for Operation Delta Sweep, another massive search and destroy mission. The only difference is this one is supposed to be permanent. The threat of VC activity in your area for a long time to come.



Under your command is the air-mobility and heavily armed 91st Air Cavalry and also at your disposal are ten well-equipped ARVN units. It is with

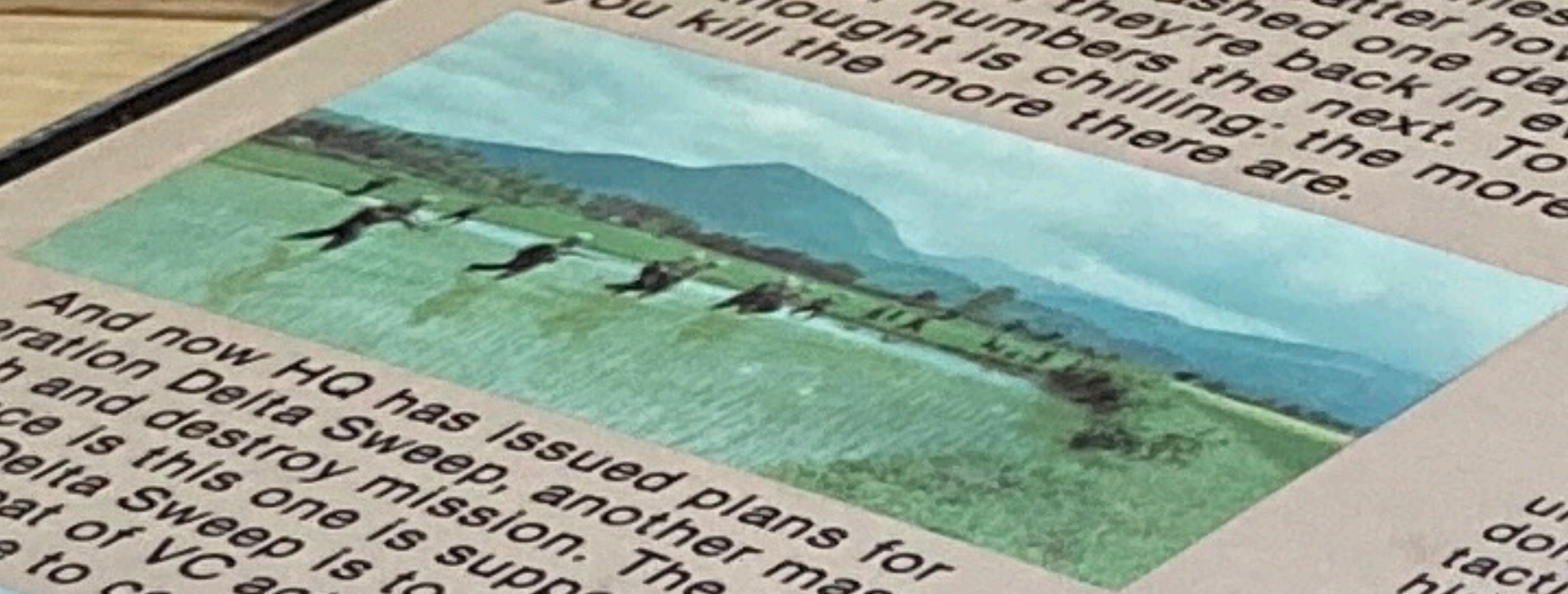


VC is ready to run on your Apple IIe or II+. This game is also available for other microcomputer systems. ROM. This game requires 128K of RAM. Graphics and sound capabilities full advantage of your microcomputer's full capabilities. 3.5 disk and DOS and a disk drive are required.

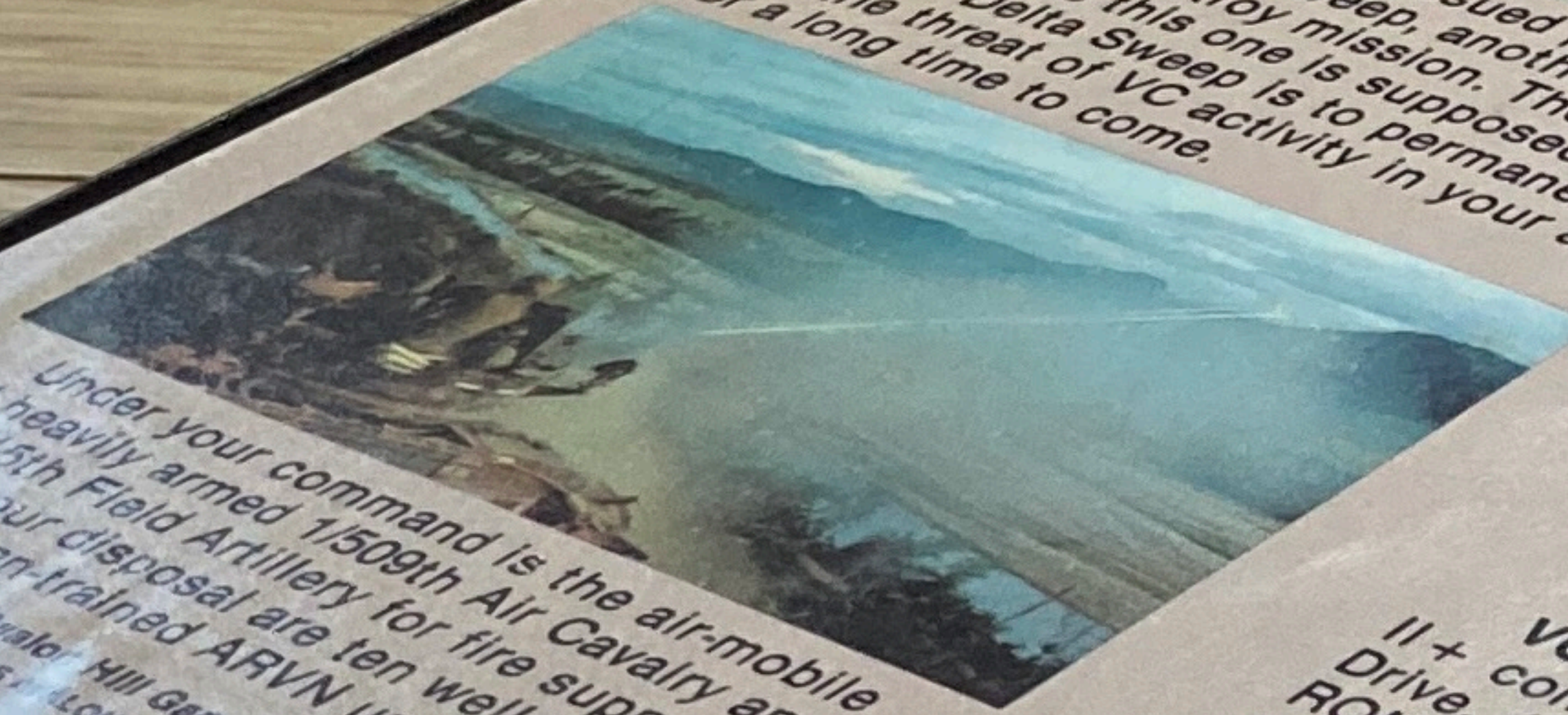
microcomputer games
A Division of the Avalon Hill Game Co.
Apple IIe Diskette 40K
VC
microcomputer games
A Division of the Avalon Hill Game Co.

VC

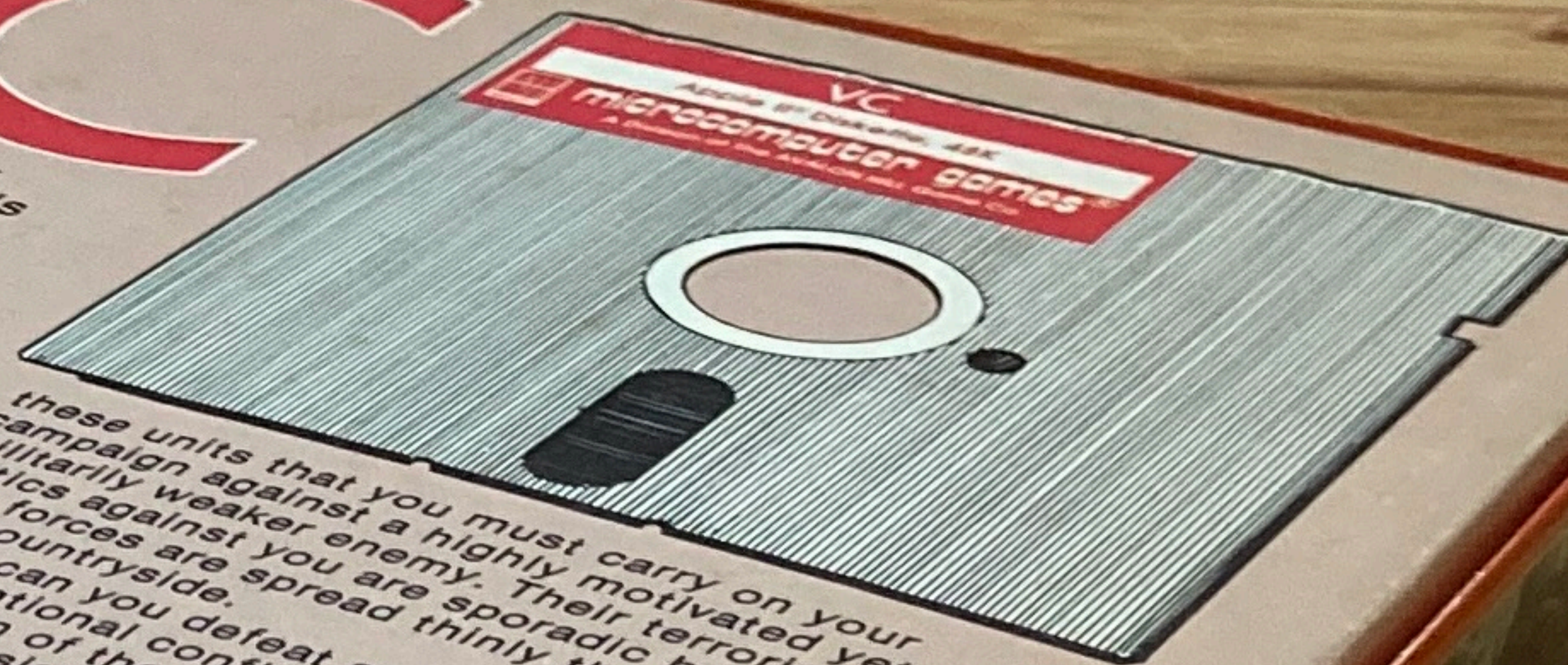
You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they're back in even stronger numbers the next. To you the thought is chilling: the more you kill the more there are.



And now HQ has issued plans for Operation Delta Sweep, another massive search and destroy mission. The only difference is this one is supposed to be the last. Delta Sweep is to permanently end the threat of VC activity in your area for a long time to come.

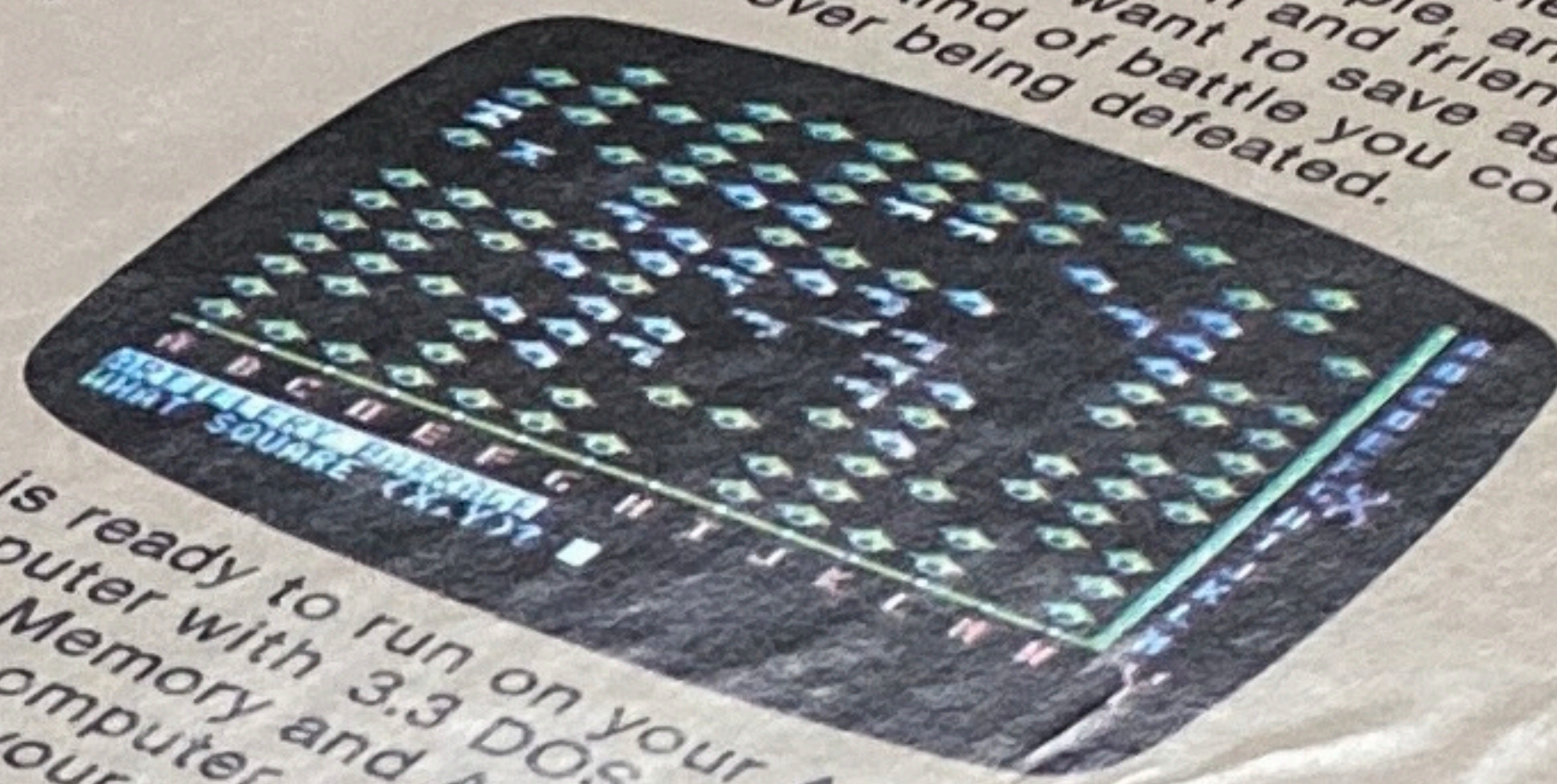


Under your command is the air-mobile and heavily armed 1509th Air Cavalry and the 915th Field Artillery for fire support. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with



these units that you must carry on your campaign against a highly motivated yet militarily weaker enemy. Their terrorist tactics against you are sporadic but fierce; their forces are spread thinly throughout the lush countryside.

But can you defeat such an enemy in an unconventional conflict? A conflict where domination of the terrain is sometimes tactically insignificant, where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you? It's the kind of battle you could lose without ever being defeated.



VC is ready to run on your Apple II® or II+ computer with 3.3 DOS and a Disk Drive, 48K Memory and Applesoft® in ROM. This computer game takes full advantage of your microcomputer's color graphics and sound capabilities.



microcomputer games
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA ©1982
Computer Program and Audio Visual Display Copyrighted
This game is also available for other microcomputer systems.

Copyright © 1982 The Avalon Hill Game Company 1982 All Rights Reserved
VC is a TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM

VC

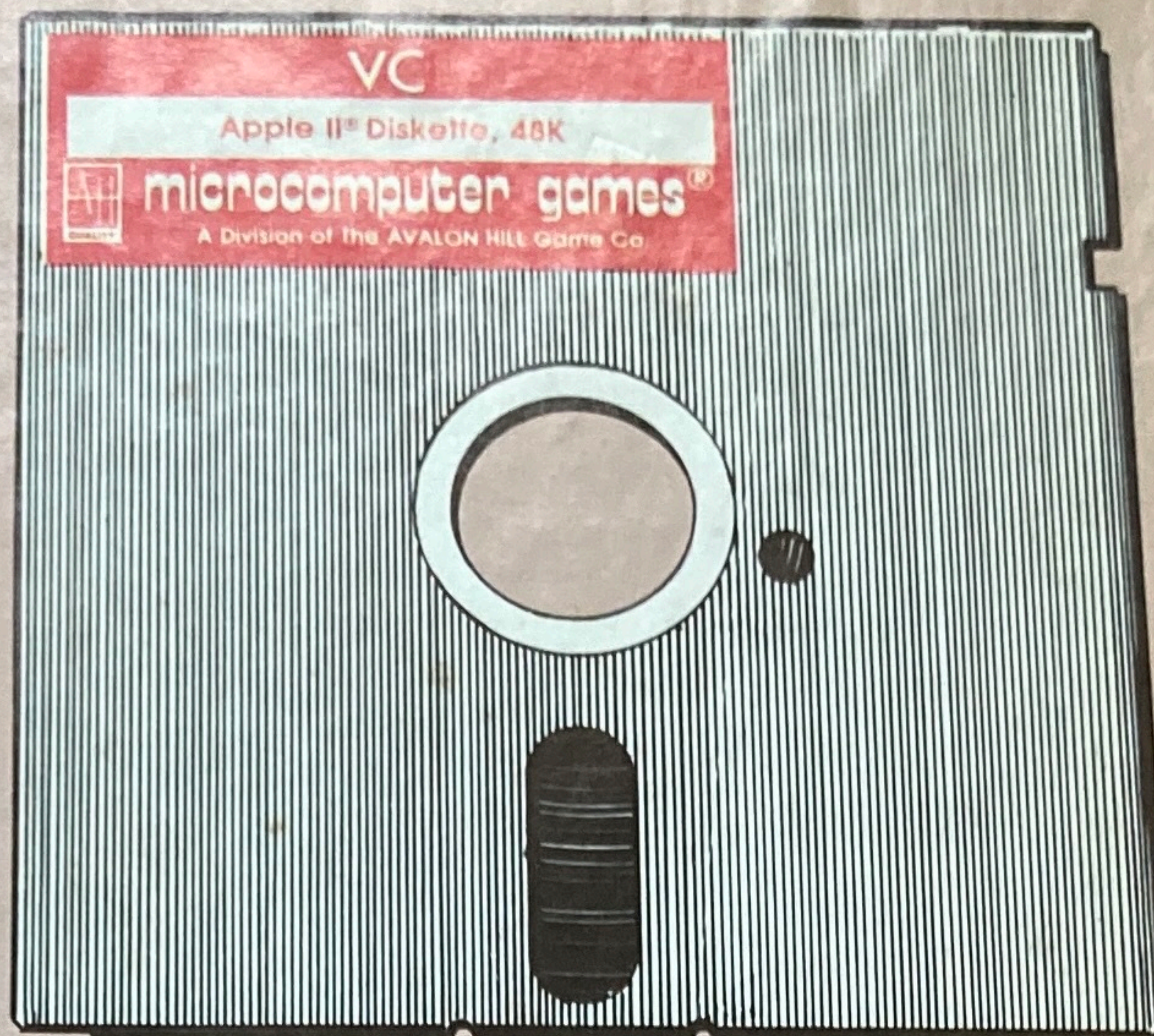
You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they're back in even stronger numbers the next. To you the thought is chilling: the more you kill the more there are.



And now HQ has issued plans for Operation Delta Sweep, another massive search and destroy mission. The only difference is this one is supposed to be the last. Delta Sweep is to permanently end the threat of VC activity in your area for a long time to come.



Under your command is the air-mobile and heavily armed 1/509th Air Cavalry and the 9/15th Field Artillery for fire support. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with



these units that you must carry on your campaign against a highly motivated yet militarily weaker enemy. Their terrorist tactics against you are sporadic but fierce; their forces are spread thinly throughout the lush countryside.

But can you defeat such an enemy in an unconventional conflict? A conflict where domination of the terrain is sometimes tactically insignificant, where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you?

It's the kind of battle you could lose without ever being defeated.



VC is ready to run on your Apple II® or II+ computer with 3.3 DOS and a Disk Drive, 48K Memory and Applesoft® in ROM. This computer game takes full advantage of your microcomputer's color graphics and sound capabilities.

®Trademark of Apple Computer, Inc.

This game is also available for other microcomputer systems.



microcomputer games

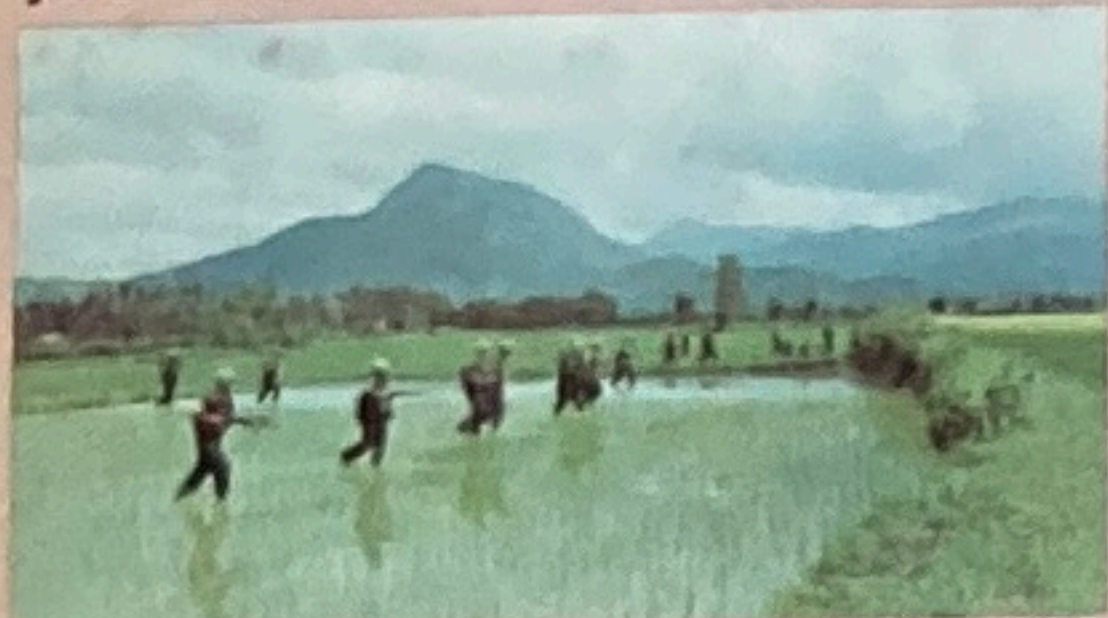
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA ©1982

COPYRIGHT ©The Avalon Hill Game Company 1982 All Rights Reserved Computer Program and Audio Visual Display Copyrighted
VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.



VC

You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they're back in even stronger numbers the next. To you the thought is chilling: the more you kill the more there are.

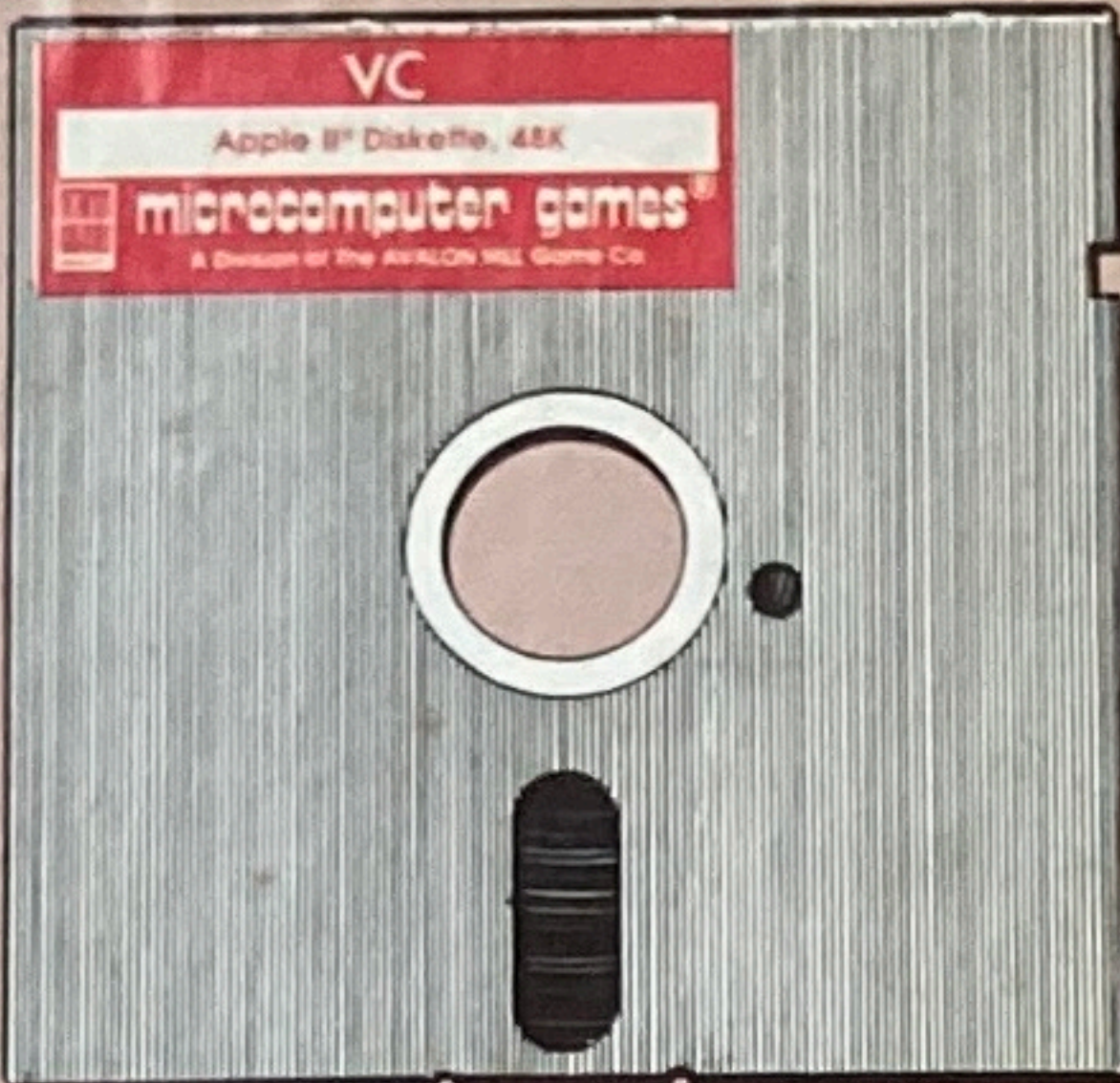


And now HQ has issued plans for Operation Delta Sweep, another massive search and destroy mission. The only difference is this one is supposed to be the last. Delta Sweep is to permanently end the threat of VC activity in your area for a long time to come.



Under your command is the air-mobile and heavily armed 1/509th Air Cavalry and the 9/15th Field Artillery for fire support. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with

COPYRIGHT © The Avalon Hill Game Company 1982. All Rights Reserved. Computer Program and Audio Visual Display Copyrighted. VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.



these units that you must carry on your campaign against a highly motivated yet militarily weaker enemy. Their terrorist tactics against you are sporadic but fierce; their forces are spread thinly throughout the lush countryside.

But can you defeat such an enemy in an unconventional conflict? A conflict where domination of the terrain is sometimes tactically insignificant, where the enemy can hide amongst the people, and where the politics of terrorism and friendship can turn the people you want to save against you?

It's the kind of battle you could lose without ever being defeated.



VC is ready to run on your Apple II® or II+ computer with 3.3 DOS and a Disk Drive, 48K Memory and Applesoft® in ROM. This computer game takes full advantage of your microcomputer's color graphics and sound capabilities.

*Trademark of Apple Computer, Inc. This game is also available for other microcomputer systems.

microcomputer games
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA © 1982

VC

T.M. Reg. Appl. For

microcomputer games
A DIVISION OF THE AVALON HILL GAME COMPANY

VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

PLEASE LIFT TRAY

(In New Hampshire call 924-3821) order toll free
1-800-BECKMFG

AST

VC

T.M. Reg. Appl. For



VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

For:

TRS-80 Models I & III, Level II BASIC, with disk drive and 32K Memory

Apple II+ with Applesoft in ROM, 48K memory and disk drive

Dear Avalon Hill,
I'm sending you this REG CARD from your game. In return I automatically get on your mailing list which means I'll get new product info before the general public does.

1. Game is: ☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I enjoyed playing this game: ☐ a) ☐ b) ☐ c) ☐ d) ☐ e)
(a means you enjoyed it very much; e means not at all)

3. I heard about the game through: (check all that apply)

☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad
☐ A friend ☐ Store ☐ Gift ☐ Other

4. Point of purchase of this game: (check one only)
☐ Direct from Avalon Hill ☐ Computer Store
☐ Mail Order other than AH ☐ Other

5. Please list which computer/games systems you own:

6. My computer has the following: (check all that apply)
☐ 16K ☐ 32K ☐ 48K ☐ K
☐ Printer ☐ Disk Drive ☐ Other:

7. I would like to see more computer games: (check all that apply)
☐ Historical/Naval ☐ Historical/Air ☐ Historical/Land
☐ Fantasy ☐ Science Fiction ☐ Sports
☐ Arcade ☐ Other:

8. My favorite computer magazines are:

9. Any comments?

Name _____ Age _____
Street Address _____
City _____ Occupation _____
State _____ Zip _____

VC 728

NAME OF BRIGHT FRIEND _____
(Type or print)
STREET ADDRESS _____
CITY _____ STATE _____ ZIP _____

DO A FRIEND A FAVOR.

If you know someone who has the basic brain power to comprehend Avalon Hill games then get them to send us this postcard. In turn you'll be doing yourself a favor... you might pick up a new opponent in your neighborhood. (If you wish, fill in their name and address, yourself, and send it in.)
If you would like a colorful brochure describing the wonderful world of Avalon Hill games enclose this card in an envelope with 1.00 for each catalog ordered.

NEW GAMES FROM AVALON HILL FOR FALL/CHRISTMAS '82



MORE DETAILS INSIDE

PROCEDURE FOR CONVERTING MODEL 1 DISKS FOR MODEL 3 USAGE PLEASE READ ALL INSTRUCTIONS BEFORE ATTEMPTING CONVERSION

1. Insert system disk in drive 0 (bottom drive) with write enable notch exposed.
2. Power up computer.
3. Under TRSDOS Ready enter the command **DIR** for directory of files on system disk. You should have a minimum of 110 free granules to complete the conversion. If not you must **COPY** existing user files (listed in directory) onto another disk and then **KILL** the user files on the system disk.
4. Insert game disk in drive 1 (top drive) and under TRSDOS ready enter the command **CONVERT**. TRSDOS will respond with:
SOURCE DRIVE? Type: **1** [ENTER]
TRSDOS will respond with:
DESTINATION DRIVE? Type: **0** [ENTER]
File names on Model 1 disk will be displayed as they are converted.
When finished TRSDOS will display **CONVERSION COMPLETE**.
5. You now have a converted Model 3 version of your game program on your system disk. To transfer this game back to your Avalon Hill game disk in Model 3 format do the following:
6. You must now reformat the disk in drive 1 to run on your Model 3. Refer to the procedure section below (procedure C).
7. After formatting your disk in drive 1 enter TRSDOS command **DIR**. Now **COPY** all programs

Under your command is the air-mobile and heavily armed 1/509th Air Cavalry and the 9/15th Field Artillery for fire support. Also at your disposal are ten well-equipped and American-trained ARVN units. It is with

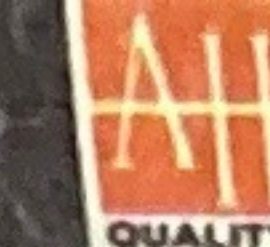
COPYRIGHT ©The Avalon Hill Game Company 1982 All Rights Reserved Computer Program and Audio Visual Display Copyrighted VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.



microcomputer games

A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA ©1982

ROM. This computer game takes full advantage of your microcomputer's color graphics and sound capabilities.
*Trademark of Apple Computer, Inc.
This game is also available for other microcomputer systems.



microcomputer game

A DIVISION OF THE AVALON HILL GAME CO.

VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

VC

T.M. Reg. Appl. For



VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

For:

TRS-80 Models I & III, Level II BASIC, with disk drive and 32K Memory

Apple II+ with Applesoft in ROM, 48K memory and disk drive

Dear Avalon Hill,

I'm sending you this REG CARD from your _____ game. In return I automatically get on your mailing list which means I'll get new product info before the general public does.

1. Game is:

☐ Too Simple ☐ Just Right ☐ Too Complicated

2. I enjoyed playing this game

☐ a) ☐ b) ☐ c) ☐ d) ☐ e)

(a means you enjoyed it very much; e means not at all)

3. I heard about the game through: (check all that apply)

☐ Avalon Hill Literature ☐ Magazine Ad ☐ Newspaper Ad

☐ A friend ☐ Store: _____

☐ Gift ☐ Other: _____

4. Point of purchase of this game: (check one only)

☐ Direct from Avalon Hill ☐ Computer Store

☐ Mail Order other than AH ☐ Other: _____

5. Please list which computer/game systems you own:

6. My computer has the following: (check all that apply)

☐ 16K ☐ 32K ☐ 48K ☐ _____K

☐ Printer ☐ Disk Drive ☐ Other: _____

7. I would like to see more computer games: (check all that apply)

☐ Historical-Naval ☐ Historical-Air ☐ Historical-Land

☐ Fantasy ☐ Science Fiction ☐ Sports

☐ Arcade ☐ Other: _____

8. My favorite computer magazines are:

9. Any comments?

Name _____ Age _____

Street Address _____

City _____ Occupation _____

State _____ Zip _____

W3728

DO A FRIEND A FAVOR.

If you know someone who has the basic brain power to comprehend Avalon Hill games then get them to send us this postcard. In turn you'll be doing yourself a favor... you might pick up a new opponent in your neighborhood. (If you wish, fill in their name and address, yourself, and send it in.)

If you would like a colorful brochure describing the wonderful world of Avalon Hill games enclose this card in an envelope with 1.00 for each catalog ordered.

NAME OF BRIGHT FRIEND _____ (type or print)

STREET ADDRESS _____

CITY _____ STATE _____ ZIP _____

**PROCEDURE FOR CONVERTING MODEL 1 DISKS FOR MODEL 3 USAGE
PLEASE READ ALL INSTRUCTIONS BEFORE ATTEMPTING CONVERSION**

1. Insert system disk in drive 0 (bottom drive) with write enable notch exposed.
2. Power up computer.
3. Under TRSDOS Ready enter the command **DIR** for directory of files on system disk. You should have a minimum of 110 free granules to complete the conversion. If not you must **KILL** the user files **COPY** existing user files (listed in directory) onto another disk and then enter the command on the system disk.
4. Insert game disk in drive 1 (top drive) and under TRSDOS ready enter the command **CONVERT**. TRSDOS will respond with:
SOURCE DRIVE? Type: **1** [ENTER]
TRSDOS will respond with:
DESTINATION DRIVE? Type: **0** [ENTER]
File names on Model 1 disk will be displayed as they are converted.
When finished TRSDOS will display CONVERSION COMPLETE.
5. You now have a converted Model 3 version of your game program on your system disk. To transfer this game back to your Avalon Hill game disk in Model 3 format do the following:
6. You must now reformat the disk in drive 1 to run on your Model 3. Refer to the procedure section below (procedure C).
7. After formatting your disk in drive 1 enter TRSDOS command **DIR**. Now **COPY** all programs

**NEW GAMES FROM AVALON HILL
FOR FALL/CHRISTMAS '82**



MORE DETAILS INSIDE

DO A FRIEND A FAVOR.

If you know someone who has the basic brain power to comprehend Avalon Hill games then get them to send us this postcard. In turn you'll be doing yourself a favor ... you might pick up a new opponent in your neighborhood. (If you wish, fill in their name and address, yourself, and send it in.)

If you would like a colorful brochure describing the wonderful world of Avalon Hill games enclose this card in an envelope with 1.00 for each catalog ordered.

NAME OF BRIGHT FRIEND _____

STREET ADDRESS _____

PLEASE LIFT TRAY

VC

4265202

Apple II® Diskette, 48K



microcomputer games®

A Division of The AVALON HILL Game Co.

(in New Hampshire call 924-3821)

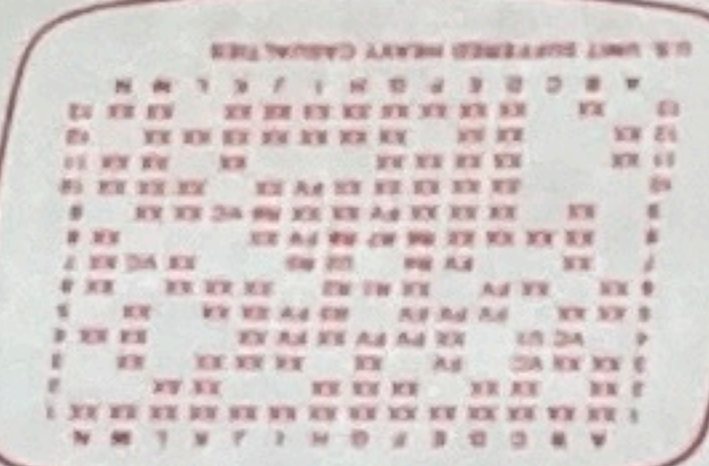
order toll free

1-800-BECKMFG

microcomputer games®
A Division of The AVALON HILL Game Co.

You've been in 'Nam ninety
days now but sometimes it feels
like it's been a hundred years

The above display is from the TRS-80 Model I, the Apple utilizes an
all letter grid reference system and graphic symbols to represent
military and civilian counters.



Board: the board consists of 182 squares in a grid 14x13. (see
diagram)

FUNDAMENTALS

You will lose the game if more than half the combined civilian
population of your province either joins the VC to fight against you,
or is destroyed. After all, you can't save the country by destroying it.
units are, and since the VC recruit from the civilian populations,
operating in your province (board). Of course you won't usually
all VC (Viet Cong) and NVA (North Vietnamese Army) units
To win the hearts and minds of the people, and cut off and destroy

OBJECT OF THE GAME

This game is a simulation of political/military warfare between
guerrilla forces (commanded by the computer), and pacification
forces controlled by the player. This game spares the player any
glimpse of the hardships suffered by the people of Viet Nam, or the
hardships of the various combatants; rather, this game will
demonstrate some of the challenging and entertaining tactical
problems posed by an unconventional conflict.

INTRODUCTION

T.M. Reg. Appl. For

VC

YOU NAME IT, WE'VE GOT A GAME ON IT . . .

The Avalon Hill Game Company is the world's largest publisher of a
great variety of strategy board games of skill. We manufacture over
150 games; including wargames, sports strategy and statistical
replay games, power politics games, adventure and role-playing
games, and games on fantasy and science fiction. For complete
information with pretty pictures, write the factory and ask for a
Complete Game Catalog. Consult current parts price list for price of
catalog.

The Avalon Hill Game Company
Consumer Relations
4517 Harford Road, Baltimore, MD 21214

QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of
Universal Microcomputer Programmers (STUMP)* and deemed
"complete" in all facets of instruction. Please re-read them in areas
that seem unclear at first reading. Questions on play can be
answered by the factory *only* upon receipt of a self-addressed
envelope bearing first-class postage.

UNAUTHORIZED REPRODUCTION OF THIS GAME IN ANY FORM
IS SPECIFICALLY PROHIBITED. WE CONSIDER ANY VIOLATION
OF THIS REQUEST DETRIMENTAL TO OUR LEGAL RIGHT TO
EXIST IN A COMPETITIVE BUSINESS ENVIRONMENT.

 **microcomputer games**
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA © 1982

W2084
6/82
42651/5201

© 1982 The Avalon Hill Game Company
All Rights Reserved
Computer Program and Audio Visual Display Copyrighted
A Division of THE AVALON HILL GAME CO.
Baltimore, Maryland Printed in USA

ARTWORK & GRAPHICS:
Charles Kibler
PREP DEPT. COORDINATOR:
Elaine M. Adkins
TYPESETTING:
Colonial Composition
PRODUCTION:
Monarch Services

The Apple version of VC has been compiled using TASC®.
Trademark of Microsoft, Inc.

PLAYTESTERS:
Robert C. Smith
Theodore Q. Smith
Scott A. Smith
Trent Takeyasu
Albert J. Tower
Thomas L. Garlock
Murry R. Summers
Gary Sipes
Richard Snider
John M. Boyle
Michael Turnansky
Charles Kibler

GAME DESIGN: Britt Monk
TRS-80 Version: Britt Monk
Apple Version: David Kuit

VC

T.M. Reg. Appl. For




VC IS AVALON HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME
OF OPERATIONAL LEVEL COMBAT IN VIETNAM.

For:

TRS-80 Models I & III, Level II BASIC, with disk drive
and 32K Memory

Apple II+ with Applesoft in ROM, 48K memory and disk drive

 **microcomputer**
OF THE AVALON HILL

HILL'S TRADEMARK NAME FOR ITS MICROCOMPUTER GAME OF

DO A FRIEND A FAVOR.

If you know someone who has the basic brain power to comprehend
Avalon Hill games then get them to send us this postcard.
In turn you'll be doing yourself a favor . . . you might pick up a new
opponent in your neighborhood. (If you wish, fill in their name and address,
yourself, and send it in.)
If you would like a colorful brochure describing the wonderful world of
Avalon Hill games enclose this card in an envelope with 1.00 for each catalog
ordered.






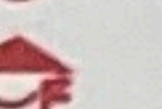
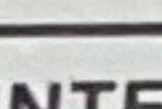
You've been in 'Nam ninety days now but sometimes it feels like forever. No matter how well the VC are thrashed one day, it seems as if they are stronger than the thought you kill the

And now the Operation Delta search and difference is the last. Delta end the threat for a long time

Under your and heavily arm the 9/15th Fle. Also at your d and American- COPYRIGHT ©The

VC
Apple II® Diskette, 48K
microcomputer games
A Division of The AVALON HILL Game Co.

MAP SYMBOLS

TRS-80 Mod I/III	Apple	
U1		U.S. Airmobile unit.
U2		U.S. Artillery unit.
RO-R9		ARVN (Army of the Republic of South Viet Nam) units. Ten in number (0-9).
NV		NVA (North Vietnamese Army) units
VC		Viet Cong units
XX		Neutral Civilian population group
FV		Friendly Civilian population group

GAME COUNTERS:

Units Controlled by Player:

U.S. Airmobile Infantry Battalion (ID code U1). This unit is capable of moving to any vacant square on the board, when given the horizontal and vertical coordinates. This unit has a combat strength equal to five VC units.

U.S. Artillery Battalion (ID code U2). This unit is always stationary in its firebase. From there it can bombard any coordinate on the board, and may damage any friendly or hostile military unit (or civilian population) in the target area. (Note, never shell civilians; you will alienate the civilian population, and facilitate VC recruiting efforts.)

ARVN Infantry Battalions (ID codes RO-R9). There are ten ARVN infantry battalions at the start of the game under the player's command. These units have a combat strength equal to two VC battalions, and can move one square in any of eight directions (N, NW, W, SW, S, SE, E, NE). ARVN units have an important quality that the U.S. infantry units do not have; they speak the language, and know the people, they can identify adjacent civilians as being friendly, neutral or VC.

Units controlled by the computer:

Friendly Civilians: In the beginning of the game there are no friendly civilians. Friends are won when your forces move out amongst the people. Of course, your friends have enemies, and friendly civilians are often attacked and destroyed or neutralized by the VC/NVA, who want to keep the Saigon government's popularity with the people to a minimum.

4

Neutral Civilians. These civilians are politically indifferent. The VC will try to recruit them, and the player should be trying to win them over to the allied effort.

VC and NVA Battalions. Often disguised as Neutral Civilians, the player must move one of his units next to a neutral civilian to determine if it is really a civilian or a VC/NVA unit.

GAME PLAY:

The game begins with a prompt for the level of play (1 to 4) desired by the player. Four is the most difficult level of play. Next the game board is displayed on the monitor screen. The U.S. and ARVN units start the game grouped together. The disposition of the civilians, VC and NVA is randomly generated and will be different for each game. Below the display will be a status report and input prompt lines.

The "status" or S2 report will display the number of allied military units remaining, the combined number of civilian population groups (both neutral and friendly), an "ESTIMATION" of the number of VC and NVA battalions, and the number of turns (weeks) played.

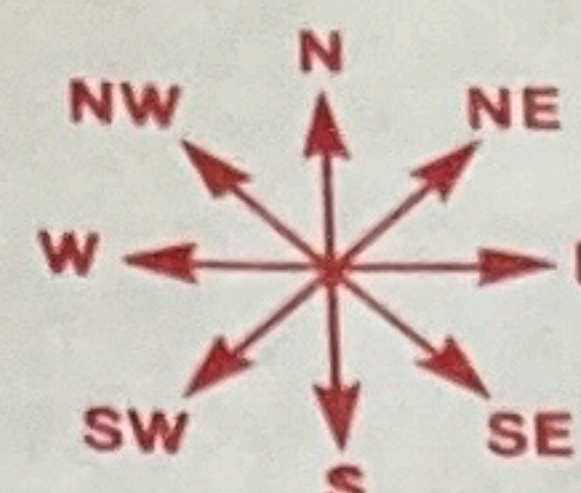
When it is your turn to move a unit, the computer will prompt you for a unit ID code. Enter the ID code (U1, U2, R4, R0 etc. See GAME COUNTERS section for ID codes) for the unit you wish to move or fire (and press the ENTER key on the TRS-80). The computer will then display the unit's strength and then prompt you for movement or fire mission input.

U.S. Airmobile unit. The computer will prompt you for the horizontal and vertical coordinates. Enter the horizontal coordinate first and then the vertical coordinate (NOTE: it is necessary on the TRS-80 to press the ENTER key after each coordinate). The Airmobile unit will move to those coordinates, provided that the grid is unoccupied.

U.S. Artillery unit. If you elect to fire your artillery unit, instead of moving an infantry unit, you will be given three fire missions. The computer will prompt you for the target's grid coordinates. Enter the coordinates in the same way as you would for moving the Airmobile unit. The artillery unit will shell those coordinates and all occupants in it. Artillery is not always effective and units in the target grid may survive one or more bombardments before being destroyed. If you do not wish to use all three fire missions press the ENTER (RETURN on the Apple) key.

ARVN units. The computer will prompt you for a direction, and you should enter a one- or two-character compass point directions (see graph below). ARVN units can exchange places with friendly and neutral civilians, but it may upset the friendly group and turn them neutral once again. ARVN units cannot move into squares occupied by VC or NVA battalions. The ARVN unit will not move, but attack the VC/NVA unit instead.

5



ARVN Movement Directions

An ARVN unit can attack along its perimeter, without moving, by pressing the ENTER (RETURN on the Apple) key, instead of inputting a compass direction.

After your unit has moved, you have the option of calling for a fire mission from the artillery battalion. Input the target grid coordinates as per the above instructions. If you do not want a fire mission press the ENTER key (RETURN on the Apple) and the computer will start its turn.

NOTE: If you hit the wrong key during input, you can make corrections by pressing the asterisk (*) key.

Computer's Turn:

The computer moves civilian or VC/NVA units during its turn. VC/NVA units may be moved into positions adjacent to allied units with combat ensuing, or they may be moved adjacent to neutral civilians with recruitment possible. When VC/NVA move next to friendly civilians they will attempt to either neutralize or destroy the civilian group. Likewise civilian units may be moved randomly, and if moved next to VC/NVA the same results as above will occur. If a neutral civilian group moves next to an allied unit it may become friendly.

After the computer has completed its movement and combat, one game turn or week has been completed and the cycle will begin again.

COMBAT:

Combat happens whenever hostile forces are moved adjacent to each other; the melee is represented graphically (and with sound on the Apple) in the positions occupied by the warring units. As a result of combat, one of the following actions could occur:

1. VC or NVA battalion destroyed.
2. VC/NVA unit intact; allied unit remains, but has lost combat strength.
3. Allied battalion destroyed.
4. Allied unit intact; NVA battalion lost combat strength.

6

DISK LOADING INSTRUCTIONS

TRS-80® Model I and Apple® computer

This is an auto-run diskette. Place the diskette into your disk drive and boot the disk. It will load and run automatically.

TRS-80® Model III

The VC TRS-80 diskette is in a Model I format, the program must be converted to a Model III diskette before it can be run on your TRS-80 Model III computer. Follow the CONVERT instructions in your TRS-80 Model III Disk System Owner's Manual. After you have converted the program to a Model III diskette, place the disk into your disk drive and get into BASIC mode by typing BASIC and pressing the ENTER key. Press the ENTER key in response to the "Cass?", "How Many Files?" and "Memory Size?" prompts. To run the program type "RUN PROGRAM" and press the ENTER key. The program will load and run automatically.

©Trademarks of Tandy Corporation and Apple Computers, Inc.

IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load the software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load.) to:

Avalon Hill Microcomputer Games

4517 Harford Road
Baltimore, Maryland 21214

Defective software will be replaced.

7

microcomputer games
AVALON HILL GAME

FOR ITS MICROCOMPUTER GAME OF OPERATIONAL LEVEL

DO A FRIEND A FAVOR.